

Certamen

Setup

Split the deck into 2 piles- *court cards* and *number cards*.

Each player gets 4 court cards laid out in a row and 7 number cards in their hand from the number card pile.

The gameplay consists of 3 phases. Phases I & II are played by both players at the same time. Combat is turn-based.

Phase I: Players may swap up to 2 number cards in your hand with a random card/s from the number pile. On the first turn, you may swap 1 face card from the face pile.

Phase II: Attach 1-3 number cards of the same suit on up to 2 court cards

Phase III: Attack an opposing card

How Combat Works

Players roll a die to determine who attacks first. Whoever scores the highest selects one of their court cards to attack one of their opponent's court cards.

The attacking player rolls a 1d12, aiming to roll below the value of their attached number card. If there is more than one card attached, they must roll below the highest card.

The defender then has to roll, aiming for THE VALUE OF any of their attached number card/s.

Attached number cards act as HP. On a successful hit (i.e. the attacker rolling below the value of their selected number card and the defender failing to roll the value of their selected number card) the defender card removes the lowest attached number card from their attacked court card (or if the defender card has no number cards attached, it is removed from the spread). Blank court cards require a roll below a 6 to successfully attack (or a 6 if defending).

Special attacks

To activate the power of the court card being played, the player rolls again after a successful attack, this time aiming to roll above the value of the number card used. If they are unsuccessful, the power is not activated.

The Special attacks of each court card are:

Warrior (King)

Wrath: Remove an extra number card from opponent's court card

Mage (Queen)

Corruption: Remove a card from opponent's hand

Rogue (Jack)

Deception: Remove any attached number you decide from the opponent's card instead of the played card

Alchemist (Joker)

Transmutation: Take 1-2 cards from the number deck and add them to your hand

Ace cards can be put aside and used as potions. They are discarded instead of a number card during a loss in combat and can be added to the court card in battle (regardless of suit) at any point during Phase III.

A 1d12 is used to allow players to potentially roll above the highest number card (10) when attempting to activate a Special attack.

Though a 1d12 is used in this game, 2d6 can be substituted as most people have access to d6.

Certamen Solo

Separate court cards and number cards.

Player gets 1-4 court cards and 7 number cards (3 is ideal for optimal playtime)

Draw a random court card from the pile. This is your opponent.

Roll 1d6 to determine how many randomly drawn number cards to attach to the opponent court card (the cards can be of any suit).

Roll 1-2: 1 card

Roll 3-4: 2 cards

Roll 5-6: 3 cards

Each time an opponent court card is defeated and a new one is drawn, roll for how many cards they have attached. Defeated court cards go in a separate discard pile. If the opponent card draws an Ace, put it to the bottom of the pile and redraw.

Roll a die to see who goes first during combat.

Combat is the same as Certamen. To win, beat all the opponent's court cards.

The enemy card must always attack the card which you used to attack them. If the enemy rolls to go first, they must attack the card that defeated the previous card.

Special attacks are the same- except for the Mage. She removes one court card from the court pile, thus reducing the amount of opponents to play against. Enemy cards do not roll for a special attack.

Each time a player loses a card, they can roll 1d12. If they get a 1 or a 12 they can draw 2 number cards from the pile (as long as doing so does not make their hand exceed 7 cards). This takes place during Phase I.

If the opponent roll is higher and thus they goes first in combat, they must always attack the court card with the most attached number cards

This game can also be played using the Kingsfoil deck. The 11 and 12 suit cards can be removed from the deck to make the game easier. Magisters take the place of Aces/Potions

Appendix- Certamen deck (Unfinished)

48 card deck-

3 Knights (Emerald, Ruby, Sapphire)

3 Mages (Emerald, Ruby, Sapphire)

3 Rogues (Emerald, Ruby, Sapphire)

3 Clerics (Emerald, Ruby, Sapphire)

3 Suits- Emeralds, Rubies & Sapphires numbered 1-10

6 Potion cards (green red & blue)

Card Design

Emerald Knight- Green armor, Sword, Vines

Ruby Knight- Red armor, Mace, Roses

Sapphire Knight- Blue armor, Lance, Lilies

Emerald Mage- Green robes, Earth magic, Deer

Ruby Mage- Red robes, Fire magic, Snake

Sapphire Mage- Blue robes, Ice magic, Fennec

Emerald Rogue- Green hood and mask, Bow, thorns

Ruby Rogue- Red hood and mask, Daggers,

Sapphire Rogue- Blue hood and mask, Crossbow

Emerald Cleric-

Ruby Cleric-

Sapphire Cleric-

Onyx Expansion

1 Onyx Knight

1 Onyx Mage

1 Onyx Rogue

1 Onyx Cleric

12 Onyx number cards

Onyx Knight- Black armor, Flail, Wolf

Onyx Mage- Purple robes, Dark magic, Raven

Onyx Rogue- Purple hood & mask, Skull

Onyx Cleric-

